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->From the Editor’s Keyboard "Saying it like it is!"
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Although we’ve reached 90-degrees a few times this week, we have not had a heat wave - thankfully. This heat and humidity can really take a lot out of people! We’ve had a little rain, but nothing significant to take a bite out of our drought conditions.

Things continue to heat up down in Rio also; the Americans have cracked the 100 mark as far as the number of medals won - quite impressive! Only a couple of days left, so the count can still climb! Go Team USA!

Until next time...

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Firebee News Update

News About The Boards

In the meantime Medusa identified one part at the new boards, that seems - as already suspected - to be responsible for the problems. The communication with the assembling company and the producer, Texas Instruments, didn’t lead to any hint yet for the exact causes of the behavior of the busdriver. The part behaves namely not as noted in the specifications, and in bizarre manner also not as the same ones of the 1. series. Especially aggravating is that the busdriver additionally changes his behavior after several minutes of usage. To fix this quickly, while we still will search for the true cause with the assembling company and the part manufacturer, Medusa ordered now extra identical constructed parts from NXP. We will send one board and the new part to the assembling company, which will exchange the part, to see if subsequently all problems are solved.

We will keep you updated, and start the shipping of the series not before all problems are solved satisfactorily. Should the exchange of the busdriver lead to success, all computers will be tested individually and by hand by us before they are shipped.

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->In This Week's Gaming Section - Final Fantasy XV Is Delayed!
"""""""""""""""""""""""""""""""" Battlefront 1 Open Beta!
Nintendo Takes Down Pokemon Uranium Hosting!

And more!

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->A-ONE's Game Console Industry News - The Latest Gaming News!
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Final Fantasy XV Is Delayed Until Late November

Final Fantasy XV s September 30 launch date is no more. Square Enix just kicked its epic fantasy for PlayStation 4 and Xbox One downfield two months to November 29, which means you ll have to find something else to do during this year s national food feting.

This is strictly about further shoring up the game, says Square Enix, attributing the delay to polish and quality testing so that the reality of the game can match the expectations of both the fans and the creative teams.

Director Hajime Tabata took to YouTube to explain further, in a dispatch filmed August 14 in London. Tabata says that the game has gone gold, and that he expects the quality of this version will satisfy most players out there. The team s also created a new 30 minute gameplay video based on the gold version, due August 17.

That said, Tabata says the game isn t quite at that highest possible quality he and his team are aiming for. In other words, Tabata wants to head off nitpicking by the game s hardcore base. The plan was to do that with a day one patch, and yet he s worried about players who lack Internet access, who ll be unable to download it. What s more, he says, even the day one patch falls short of his launch vision.

By moving the release date to November 29, says Tabata, the team can include both the day one patch, and more besides.

Which makes perfect sense to me. After waiting nearly a decade for the game s arrival, what s a few more months?

Note that the animated spinoffs, Kingsglaive: Final Fantasy XV and Brotherhood: Final Fantasy XV, are still due on August 30. Square

Enix says it will notify [at a later time] whether the releases for the disc version of either will be changed or unchanged.

The Battlefront 1 Open Beta Invades PC, Xbox One, and PlayStation 4

Electronic Arts has updated the Battlefield 1 website with news that the game s open beta for the Xbox One, PlayStation 4, and Windows PC will start on August 31. It should be noted that the company specifically states Origin for PC in its update, meaning you ll need the company s desktop client to play the open beta and eventually purchase the full digital game. Those who sign up for the open beta before August 21 will receive instructions on when and how they can play the early preview.

According to the company, the open beta will focus on the Sinai Desert, a location just east of El-Jifar. Players on the ground will engage in combat throughout the narrow streets of Bir el Mazar while other players in the air will participate in dogfights taking place above majestic cliffs. Backing players when the battle seems hopeless is an Armored Train that will blaze through the desert packed with plenty of weapons for either team.

 Ride agile horses across the sand dunes, the company states. Take out enemies with a deadly slash of your saber, or attack from afar with powerful rifles fired from horseback. Horses are even effective in antivehicle assaults using grenades you can run circles around the slower mechanized vehicles and harass them with explosives.

The open beta will provide two gameplay modes: Conquest and Rush. In Conquest, up to 64 players fight for control of key objectives. Rush, on the other hand, supports up to 24 players and charges the attacking force to find and destroy telegraph posts maintained by the defending force. To protect these posts, the defending force must disarm the explosives planted by the enemy team. If the telegraph posts are destroyed, the defending force falls back to the next area to defend another set of posts.

Gamers who want early access to the open beta will need to agree to EA s terms to willingly receive emails from the company regarding Battlefield 1 and other EA-based games, as well as events related to these titles. After agreeing to the terms, gamers must sign in with their EA Account, or create one if that s not done already. Once completed, gamers will be a part of the official Battlefield Insider program and can choose their preferred platform.

 You re a Battlefield Insider, which means you get in-game rewards, exclusive content, and a sneak peek at news about Battlefield (plus news about other EA games, services, and events). And, of course, you get early access to the Battlefield 1 public beta, the company states. But before you re able to play, we need to know your preferred platform this is the platform we re going to be emailing you a code for.

Battlefield 1 is slated to arrive on October 21, and players can

choose between the $60 Standard Edition and the $80 Deluxe Edition. While both currently offer two pre-order bonuses (the Hellfighter Pack and early access to a free map drop), the Deluxe Edition grants a three-day head start over standard customers, the Red Baron Pack, the Lawrence of Arabia Pack, three vehicle skins, and five additional battlepacks.

So far, the Origin service isn t listing the hardware requirements for the PC version. However, if it s running the same version of the Frostbite engine that powers Battlefront 4, then PC gamers may need an Intel Core 2 Duo or AMD Athlon X2 processor at the very least, a Nvidia GeForce 8800 GT or AMD Radeon HD 3870 graphics chip, 4GB of system memory, and 30GB of free storage.

We expect to see the official Battlefield 1 system requirements roll out within the next week before EA unleashes the open beta on the masses.

Nintendo Takes Down Pokemon Uranium Hosting, Underground Options Explode

Nintendo s legal department are being kept quite busy lately. From taking down nearly three decade old gaming magazines to crushing the dreams of fans, Nintendo is on a roll lately. This includes another fan dream crushing move- taking down the Pokemon Uranium hosting. I covered the launch of this one here on Retro Gaming Magazine recently. Now I am writing up them taking down Pokemon Uranium. I am noticing a trend with fan games based on Nintendo intellectual properties (IP).

It was no surprise that this was going to happen. The team behind this saw the future when another other big name fan game release, AM2R, was taken down. As the saying goes though, the show must go on and the team behind Pokemon Uranium had nine years behind them in work to show off. Show off they did. The game was quite popular and was making headlines everywhere as being awesome. Now it is making headlines for being taken down.

For those that did not get a chance to check out Pokemon Uranium, it was a Windows game that used Nintendo owned characters and graphic styles. While there were over 150 new Pokemon to collect and a whole new type of digital creature, the other additions took the show. Pokemon Uranium featured online battles with players across the world and also online trading of Pokemon. These two features were something fans have been wanting for decades and, of course, Nintendo has drug their feet unbearably slow in giving these to the fans. More information is available in my news article on Pokemon Uranium here on Retro Gaming Magazine.

It is a shame that Nintendo is not taking the route that other publishers have done in the past. That is the road of working with these independent developers- people that work for nearly a decade knowing they are not going to earn a single penny. They do it for the love of the game, not the paycheck. You can t buy that type of dedication. Think about it Nintendo.

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AIs Fight to the Death in ’Doom’ Contest Next Month

Google DeepMind took a leap forward last year when its artificial intelligence agent mastered 49 Atari 2600 games. The learning system, or "deep Q-network" (DQN), that DeepMind designed achieved this mastery through general experience, rather than specific programming for each game. This milestone is just one step along a grander path toward the general-purpose "smart machine": an AI that can master any task with minimal input. DeepMind’s work in this field is groundbreaking, and it’s helping advance the field in ways you might not expect.

Wojciech Jaskowski is an assistant professor for the Institute of Computing Science (ICS) at Poznan University of Technology, Poland. After reading about DeepMind’s feat in the scientific journal Nature, he began to think about the possibilities. If an agent could learn Atari 2600 with our current levels of knowledge, why not push the envelope further? Why not try a 3D game? Jaskowski settled on the 1993 first-person shooter Doom. It has low power requirements and, more important, it’s open source. He assembled a team of university students from ICS with the aim of building a platform that would facilitate testing AI agents.

The framework they created, called ViZDoom, allows for the development of bots that can play Doom. It’s intended primarily for research in machine visual learning, which means that bots only have access to the screen buffer. They play by "seeing" the images on-screen, and have no access to any information within the game’s code. That’s the key difference between ViZDoom bots and the regular "AI" characters that exist inside most first-person shooters.

Jaskowski’s team was successful in its endeavor. They submitted a paper back in May proving not only that their creation was an effective research platform, but that neural networks were capable of learning visually in a 3D, first-person-perspective environment. Now, anyone can download the ViZDoom platform and test out their AI systems using it. The reaction from the AI community has been very positive. It’s been downloaded by several high-profile educational institutions, and Jaskowski said that even DICE, the video game company best known for the Battlefield series, has been using VizDoom internally to research AI.

To drive usage of the platform forward, Jaskowski is running a competition in collaboration with the IEEE Computational Intelligence in Games conference (CIG). Anyone can submit their creation to compete in an AI-only deathmatch, with the results

being announced at CIG in late September. So far, three warm-up matches have taken place, and a number of entrants have pitted their creations against one another, while others have held their cards close to their chest, preferring to save their bots for the final contest. The purpose of it all, Jaskowski told me, is really about seeing what is possible with the current crop of AI technology.

How exactly teams will solve the questions ViZDoom poses is up to them. So long as the only data being fed to the bots is the screen buffer, anything goes. They'll have to understand what's wall and what's floor, what's a character and what's a power-up. And that's without working out the shooting - bots can only use rocket launchers, which makes things harder, since if you fire a rocket next to a wall, you kill yourself. In footage of the first warm-up round, lots of bots struggled with the basics. It's likely that many are building on DQN, the deep learning network built by DeepMind to conquer the Atari 2600.

Although the final lineup won't be confirmed for a few weeks, individuals from educational institutions like MIT and Stanford University have been active in the competition's official discussion group, as have employees from Intel, Google and other large corporations.

That Google might be taking part in a competition that its research helped spawn is emblematic of the AI and machine-learning community's spirit of collaboration. It's a field in which Facebook, Google and Twitter, which in many ways compete with one another, work together. Take Torch, for example: It's an open source library that's hugely important for machine-learning projects. It also happens to be maintained by scientists and engineers from those three companies, and contributed to by many, many others. There's an understanding that, although the products that come from AI research may compete with one another eventually, getting to the point where machine learning can power those products will be a lot easier working together than alone.

Jaskowski's team and ViZDoom might seem like a tiny part of what is an enormous field. But without the contributions of the many like-minded students and academics working on AI, we'd be years behind where we are today.

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Guccifer 2.0 Leaks Personal Info of Nearly 200 Congressional Democrats

The hacker, who recently claimed responsibility for the

high-profile hack of Democratic National Committee (DNC), has now taken credit for hacking into the Democratic Congressional Campaign Committee (DCCC) as well.

To prove his claims, the hacker, going by the moniker Guccifer 2.0, dumped on Friday night a massive amount of personal information belonging to nearly 200 Democratic House members onto his blog.

The notorious hacker published several documents that include cell phone numbers, home addresses, official and personal e-mail addresses, names of staffers, and other personal information for the entire roster of Democratic representatives.

The data dump also includes several memos from House Minority Leader Nancy Pelosi’s personal computer, detailing fundraisers and campaign overviews.

"As you see the US presidential elections are becoming a farce, a big political performance where the voters are far from playing the leading role," the hacker wrote in a blog post. "Everything is being settled behind the scenes as it was with Bernie Sanders."

The leaked data dump includes passwords to access multiple DCCC accounts as well as coordinated shared passwords used by the committee.

The Guccifer 2.0 is the same hacker who claimed responsibility for the recent widespread DNC hack last month, although the United States officials believed he’s actually a persona created by Russian government hackers to influence the US presidential election.

WikiLeaks published nearly 20,000 emails from top DNC officials that were obtained from Guccifer 2.0 s previous hack.

However, Guccifer 2.0 has dismissed any connection to Russia, but in his blog post, he called the US political system a "farce," in which voters are no longer playing any leading role.

Guccifer 2.0 said the DCCC hacking was "even easier than in the case of the DNC breach."

In response to the latest leak, Representative of the House Permanent Select Committee on Intelligence Adam Schiff released the following statement:

"The unauthorized disclosure of people’s personally identifiable information is never acceptable, and we can fully expect the authorities will be investigating the posting of this information."

Although Guccifer 2.0 said this latest leak is for people who have "right to know what s going on inside the election process," not a single leaked documents appear to prove this, rather they disclosed personal details and choice of passwords by the Democrats.

How Twitter Became A Key Player in the Fight Against ISIS

Twitter has ramped up its war on the accounts of violent extremists across its platform.

In an announcement on Thursday, Twitter said that since February, it has suspended 235,000 accounts that it determined are linked to violent extremist groups like the self-described Islamic State militant group. That brings the total number of accounts it has suspended since mid-2015 to 360,000.

In recent years, Twitter has emerged as a fertile territory for Islamic extremists to spread ideology and inspire lone-wolf attacks. The social media giant’s efforts to crack down on recruitment efforts have likewise become a vital component of the fight against the expansion of violent extremism.
Recommended: 40 iPhone tips and tricks everyone should know

As noted by numerous third parties, our efforts continue to drive meaningful results, including a significant shift in this type of activity off of Twitter, the company said in the statement announcing the new suspensions.

The platform s efforts appear to be working. In July, the Obama Administration announced that pro-Islamic State Twitter traffic has dropped by 45 percent in the last two years. Furthermore, the Associated Press revealed that the average number of followers on a pro-Islamic State account has dropped from around 1,500 in 2014 the year the group s rapid and brutal expansion across the Middle East took the world by surprise to an average of 300 followers.

Twitter said that while there is no "magic algorithm" for finding and freezing violent extremist accounts, it is pushing to respond more quickly to user reports of extremist accounts, as well as employing "proprietary spam-fighting tools."

Twitter has also become a key platform for law enforcement from nations allied in the fight against the Islamic State to gather intelligence and to counter extremist propaganda.

Governments from countries including France, Great Britain, and the United States have their own psychological operations teams designed to spread counter-narratives aimed at showing the brutal reality of living under the Islamic State, such as the abuses against women.

They seem to be working. At the same time, however, others argue that shutting down accounts by contradicting the values of free speech could work in favor of extremist groups who gain new recruits by playing on the idea that the West is at war with the Muslim world.

We betray our own values [of free speech] when we shut down these sites, especially when we only do it for ISIS and not for home-grown [American] militias of the far-right, Yasir Kazi, a Muslim cleric and assistant professor in religious studies at Rhodes College in Memphis, Tenn., told the Monitor s Anna Mulrine

last year. When we apply it to Muslim radicals, once again this impression is given that this war is only against Islam.

These tactics further enrage our youth and make them feel as if the government is out to get them, he added. If anything, these tactics encourage, rather than discourage, radicalism.

The social media presence of pro-IS Twitter accounts should also be kept in perspective, J.M. Berger, a social media analyst and co-author of ISIS: The State of Terror, told Ms. Mulrine.

The first thing we need to do is recognize how successful we already are. ISIS represents the fringe of the fringe, he said.

Mr. Berger said a one-month study he did during 2014 revealed that of Twitter s 288 million users, 46,000 belonged to ISIS followers: a percentage of a percentage.

Overall, a combination of efforts to flip the narrative of life under the Islamic State and shutting down its accounts are making inroads. Twitter said its daily suspension of accounts has risen by more than 80 percent.

Security Researcher Turns The Tables on Cyber-scammers

Have you ever gotten a phone call, email or pop-up from someone trying to scam you with an obviously non-existent problem with your computer that will be expensive to solve?

French security researcher Ivan Kwiatkowski knows how you feel, but he wasn’t content with hanging up or uttering a few choice words of reprimand. He decided to give them a taste of their own medicine, as he described in a blog earlier this month.

The tech support scam has been around for the better part of a decade, bilking an estimated 3.3 million people in the US out of more than $1.5 billion in 2015, according to Microsoft. Your typical scam, as described by security software maker Malwarebytes, is pretty simple: Pretend to be from a reputable company such as Microsoft, trick the victim with phony error messages and then collect money with the promise of resolving the issue.

But when his parents received a warning that their computer was infected with the Zeus virus, Kwiatkowski decided to have some fun, booting up a virtual machine and calling the tech support number listed. Following the support rep’s instructions, Kwiatkowski downloaded a remote-assistance client that gave Patricia - his support rep - access to the files on the virtual machine.

She begins berating him about his poor computer hygiene. Staying in character, he innocently spars with Patricia about an alleged hacker she has identified as attached to his computer, her location, and even basic computer definitions. But he throws her for a loop when asks where in Paris he can purchase the $190 software necessary to repair his system. She informs him that

it’s an exclusive program "distributed only through Microsoft’s premium partners and Microsoft’s secure channels."

"Oh, so I just have to get it from microsoft.com then?" he asks. She pauses but answers "yes," and the call ends soon after when it becomes apparent that she has nothing to sell him.

But Kwiatkowski wasn’t quite done toying with his scammers. He called back, getting a different assistant who tried to sell him on the software again. Still in character, Kwiatkowski offered a series of fake credit card numbers that baffle a team of operators he can hear in the background attempting to charge the accounts.

"That’s when I’m hit by a stroke of genius," he says in his blog post. He retrieves a sample of the latest Lochy ransomware and emails it to his new tech support rep under the guise that it’s a picture of his credit card. As the ransomware quietly encrypts the rep’s files, Kwiatkowski offers more fake credit card numbers before the rep gives up.

While the ransomware could be considered a nice salvo against scammers, Kwiatkowski says his real goal is to waste their time, making the scamming operation less profitable.

"Scammers don’t have the time to separate legitimate [victims] from the ones who just pretend," he says. "Their business model relies on the fact that only gullible people will reply."

Whether he made a dent in their operation is up for debate, but you can follow Kwiatkowski’s adventure in crime and punishment on his blog.

Troll Targets Say Twitter s New Filters Don t Go Far Enough

Twitter has heard the complaints about abuse on its platform really, it has. It s heard them so loud and clear that it s rolling out new ways to help you shut those voices out.

At least, that s the message Twitter sought to send yesterday, when it announced two new tools that give users more ways to control what tweets they see. The first lets you limit who gets to buzz your phone with @-replies only to people you follow. The second is a so-called quality filter, which sounds like a step toward finally curbing the mob-style harassment Twitter seems so optimized to enable. But some targets of that harassment aren t so sure it s a meaningful fix.

Twitter says flipping on the filter will improve the quality of tweets you see by using a variety of signals, such as account origin and behavior. If that sounds vague, it s on purpose Twitter hesitates to share more for fear bad actors will try to game the system. So it s not clear whether the quality filter acts like an automatic spam filter or if a team of actual humans is manually curating a blacklist of abusive accounts or both. But the setting, which has already been available to verified users, does seem to get rid of certain dubious content, such as duplicate

tweets and bot spam. The filter specifically does not block tweets from people you follow or accounts with which you ve recently interacted.

One broken aspect Twitter s new filters do not seem to address is the process by which users report abuse to the company and the all-too-opaque way the site reviews those complaints. And across the Twittersphere, that left users feeling ambivalent about Twitter s seeming nod toward fighting harassment.

What Lies Beneath

New York-based social worker and writer Michelle Taylor aka Feminista Jones uses an elaborate setup of filters and scripts to block the hate heaped on her as she blogs about black feminist issues. As a verified user, she already has the quality filter switched on, but she says it only helps if she s accessing Twitter via the web or the company s own mobile app. She says she uses other apps to track good mentions and keep up with her followers but winds up having to catch a lot of the other crap in the process. Taylor says she uses a script to block Twitter eggs accounts without profile pictures, typically set up in haste just to troll others. She also filters plenty of keywords from her timeline. Still, doing all that work isn t always effective.

Many of the trolls know not to use certain words, she says.

Even setting aside trolls who find workarounds, filtering out abuse isn t really the same as eliminating it from the platform.

Hiding notifications from people I don t follow narrows my ability to engage, says Jamilah Lemieux, senior editor at Ebony Magazine, of Twitter s new notification filter. For a public figure like herself, whose job often involves connecting with people she doesn t know, eliminating that contact altogether doesn t work.

Ariel Waldman, a blogger and erstwhile online community manager who has called Twitter out in the past for failing to police abuse on its platform, says the company s latest response isn t enough.

Yes, the new features solve some of the exhaustion of using Twitter every day, she says. But they still allow harassment, which can lurk just beneath the surface in an unchecked notification.

It s the persistence of those tweets that creates the ultimate existential dilemma for Twitter: does abuse truly cease to exist or to matter if its targets no longer see it? How Twitter chooses to answer that question ultimately goes to how it views itself: is it merely infrastructure, like a telephone line, or does it have some greater responsibility to police how people use its platform? As much as Twitter seemingly likes to argue to the contrary, Twitter at the end of the day is a product, not a telecommunication protocol, Waldman says.

Twitter at the end of the day is a product, not a telecommunication protocol.

Yet it s understandable that the company has hesitated to target many accounts, especially those with a political bent. After all, sometimes important, powerful movements emerge largely thanks to an unfettered Twitter think the Arab Spring or Black Lives

Matter. Other times, however, seemingly political speech morphs with alarming speed into personal attacks. Still, does anyone want a tech company deciding where that threshold lies?

The problem isn t Twitter. The problem isn t social media. The problem is the hateful nature of so many people who feel emboldened by anonymity and simply use these tools to spew their hate, says Taylor. Until we find a way to stop being from being so hateful, just in general, this won t go away. In the meantime, Twitter is trying to help, she says.

But for the regular targets of hate on Twitter, certain kinds of speech just aren t up for debate. By allowing your product s users to be continuously harassed, abused and intimidated and only offering them filtering as a solution, you re effectively upholding an abuser s playground, Waldman says. It s actually giving them the steering wheel to censor speech on the product. If abuse forces others into silence, that s not really any kind of free speech at all.

Google Will End Support for Chrome Apps on Windows, Mac, and Linux

Google has just announced plans to gradually phase out support for Chrome apps on every platform except for Chrome OS. Starting later this year, new Chrome apps will be available only to Chrome OS users and won't be accessible on Windows, Mac, and Linux. (Existing apps will remain available and can still be updated.) Then, sometime in the second half of 2017, the Chrome Web Store will no longer display Chrome apps at all on those operating systems. And come early 2018, you'll no longer be able to load Chrome apps on Windows, Mac, or Linux at all. Extensions and themes are not at all affected by this change; in fact, they'll soon be given a much larger focus in the Chrome Web Store.

That might sound like a big deal, but Google says that a very tiny percentage of people are actively using Chrome apps. "There are two types of Chrome apps: packaged apps and hosted apps. Today, approximately 1 percent of users on Windows, Mac, and Linux actively use Chrome packaged apps, and most hosted apps are already implemented as regular web apps."

The company's justification for this step is that with the advancements of the open web, there's no longer any real place or need for Chrome apps. "For a while there were certain experiences the web couldn t provide, such as working offline, sending notifications, and connecting to hardware." According to Google, most of those functionality holes have been patched, and more improvements are coming. So the message is clear: move your stuff to the web. "Developers who can t fully move their apps to the web can help us prioritize new APIs to help fill the gaps left by Chrome apps." The tone is a little different when it comes to Chrome OS, where Google believes they play a "critical role."

Intel's Next-gen PC Chip Works, It's The Fastest Ever, and It's Coming This Fall

The PC industry’s glory days, when people snapped up new computers powered by steadily faster chips, are over. But Intel thinks its newest PC processor will get some hearts racing in a few months.

At its Intel Developer Forum in San Francisco on Tuesday, Intel Chief Executive Brian Krzanich showed PCs powered by a seventh-generation Core processor in PCs handling some demanding chores - editing high-resolution 4K GoPro video and playing a hot new first-person shooter game, Overwatch.

It’s "the highest performance CPU Intel has ever built. It’ll make rich experiences available to everyone," Krzanich said. "We’re shipping seventh-generation Core already to our PC partners and will launch devices to consumers this fall."

The seventh-generation Core processor, code-named Kaby Lake, is the first PC chip to emerge since Intel slowed its "tick-tock" pace of processor development. It previously introduced new chip designs and new manufacturing technology in alternating years, but Kaby Lake just refines an existing design on an existing manufacturing process.

The slower cadence isn’t the only trouble for Intel. The steady improvement in processor clock speeds has largely stalled, PC sales are shrinking and consumers have flocked to smartphones powered by other companies’ chips. But Krzanich is optimistic about Moore’s Law, the observation named after Intel co-founder Gordon Moore that the number of electronic components on a chip doubles every two years.

"Moore’s Law is far from dead," Krzanich said.

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